

AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (Original) A computer-implemented method of generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the method comprising:

projecting the bone onto a surface; and

generating the shadow on the surface based on a projection of the bone.

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2. (Original) The method of claim 1, further comprising locating a virtual light source in an environment that the three-dimensional model inhabits;

wherein projecting the bone comprises:

drawing lines from the virtual light source, through points on the bone, onto the surface; and

connecting points at which the lines intersect the surface.

3. (Original) The method of claim 1, wherein generating the shadow comprises:

creating a shape over at least part of the projection of the bone; and

mapping texture onto the shape.

4. (Currently Amended) The method of claim 3, wherein creating the shape

comprises obtaining ~~growing~~ a polygon from the projection of the bone.

5. (Original) The method of claim 1, wherein mapping texture onto the shape comprises mapping a fuzzy texture onto edges of the shape.

6. (Original) The method of claim 1, further comprising receiving data that corresponds to a size and shape of the shadow;

wherein the shadow is generated based on the data.

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7. (Original) A computer-implemented method of generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the method comprising:

generating a bounding volume for the bone; and

generating the shadow by projecting a shape of the bounding volume onto a surface.

8. (Original) The method of claim 7, further comprising locating a virtual light source in an environment that the three-dimensional model inhabits;

wherein projecting the shape comprises:

drawing lines from the virtual light source, through locations on a surface of the bounding volume, onto the surface; and

connecting points at which the lines intersect the surface.

9. (Original) The method of claim 7, wherein generating the shadow further

comprises mapping a texture onto the shape of the bounding volume projected onto the surface.

10. (Original) The method of claim 7, further comprising receiving data that corresponds to a size and shape of the shadow;
wherein the shadow is generated based on the data.

11. (Original) An article comprising a machine-readable medium that stores executable instructions to generate a shadow for a three-dimensional model having an infrastructure that includes a bone, the instructions causing a machine to:

project the bone onto a surface; and
generate the shadow on the surface based on a projection of the bone.

12. (Original) The article of claim 11, further comprising instructions to locate a virtual light source in an environment that the three-dimensional model inhabits;

wherein projecting the bone comprises:

drawing lines from the virtual light source, through points on the bone, onto the surface; and

connecting points at which the lines intersect the surface.

13. (Original) The article of claim 11, wherein generating the shadow comprises:
creating a shape over at least part of the projection of the bone; and

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mapping texture onto the shape.

14. (Currently Amended) The article of claim 13, wherein creating the shape comprises obtaining ~~growing~~ a polygon from the projection of the bone.

15. (Original) The article of claim 11, wherein mapping texture onto the shape comprises mapping a fuzzy texture onto edges of the shape.

16. (Original) The article of claim 11, further comprising instructions to receive data that corresponds to a size and shape of the shadow;
wherein the shadow is generated based on the data.

17. (Original) An article comprising a machine-readable medium to generate a shadow for a three-dimensional model having an infrastructure that includes a bone, the instructions causing a machine to:
generate a bounding volume for the bone; and
generate the shadow by projecting a shape of the bounding volume onto a surface.

18. (Original) The article of claim 17, further comprising instructions to locate a virtual light source in an environment that the three-dimensional model inhabits;
wherein projecting the shape comprises:

drawing lines from the virtual light source, through locations on a surface of

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the bounding volume, onto the surface; and

connecting points at which the lines intersect the surface.

19. (Original) The article of claim 17, wherein generating the shadow further comprises mapping a texture onto the shape of the bounding volume projected onto the surface.

20. (Original) The article of claim 17, further comprising instructions to receive data that corresponds to a size and shape of the shadow;

wherein the shadow is generated based on the data.

21. (Original) An apparatus for generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the apparatus comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

project the bone onto a surface; and

generate the shadow on the surface based on a projection of the bone.

22. (Original) The apparatus of claim 21, wherein the processor executes instructions to locate a virtual light source in an environment that the three-dimensional model inhabits; and

wherein projecting the bone comprises:

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drawing lines from the virtual light source, through points on the bone, onto the surface; and

connecting points at which the lines intersect the surface.

23. (Original) The apparatus of claim 21, wherein generating the shadow comprises:

creating a shape over at least part of the projection of the bone; and

mapping texture onto the shape.

24. (Currently Amended) The apparatus of claim 23, wherein creating the shape comprises obtaining ~~growing~~ a polygon from the projection of the bone.

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25. (Original) The apparatus of claim 21, wherein mapping texture onto the shape comprises mapping a fuzzy texture onto edges of the shape.

26. (Original) The apparatus of claim 21, wherein:
the processor executes instructions to receive data that corresponds to a size and shape of the shadow; and
the shadow is generated based on the data.

27. (Original) An apparatus for generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the apparatus comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

generate a bounding volume for the bone; and

generate the shadow by projecting a shape of the bounding volume onto a surface.

28. (Original) The apparatus of claim 27, wherein the processor executes instructions to locate a virtual light source in an environment that the three-dimensional model inhabits; and

wherein projecting the shape comprises:

drawing lines from the virtual light source, through locations on a surface of the bounding volume, onto the surface; and

connecting points at which the lines intersect the surface.

29. (Original) The apparatus of claim 27, wherein generating the shadow further comprises mapping a texture onto the shape of the bounding volume projected onto the surface.

30. (Original) The apparatus of claim 27, wherein the processor executes instructions to receive data that corresponds to a size and shape of the shadow; and the shadow is generated based on the data.

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